

The Good Fascists' Basic Weapons Manual

“Those who want to live, let them fight, and those who do not want to fight in this world of eternal struggle do not deserve to live.”

“If freedom is short of weapons, we must compensate with willpower.”

Adolf Hitler, 1925



Table of Contents

Subject/Page

Opening / 3

Terms / 3

Choosing Your Weapon / 5

Understanding Your Weapon / 6

Weapon Familiarization / 7

Weapon Safety / 7

Ammunition / 8

Firing Procedures / 8

Zeroing Process / 9

Combat Firing Procedures / 11

Combined Arms / 12

Weapon Maintenance / 12

Closing / 15

Opening

In our current state the movement is small and disconnected. If the collapse happened today, would we be ready? Could we wrestle the control of a land home to the most powerful military force in history? What has the Movement done to prepare itself en masse for this outcome, and what have you done as an individual to train as a professional warfighter? We cannot rest on the idea that our military has fascist sympathizers or disorganization that will plague the military after a governmental and societal collapse. A fight will come and it will be bloody. We are outnumbered and will always be outnumbered, so we must focus on quality over quantity. As individuals apart of a larger Movement, we must prepare our minds, bodies, and souls for this war and that starts with you, the individual.

Terms

The Intermediate Rifle

The Semi-Automatic 'Assault Rifle' is the right hand of a modern warrior and the cornerstone of a squad. It is his tool of both life and death.

Lightweight, magazine-fed, gas-operated, air-cooled, shoulder fired weapon.

It fires a relatively small caliber projectile at higher speeds. The ammunition is light, portable and deadly within 500-750 yards depending on barrel length.

The weapons themselves are lightweight force multipliers. A single man armed with an AR15 is worth a whole squad of men equipped with more traditional weapons.

Your basic infantry rifle options should all be chambered in 5.56x45 NATO (.223 Remington), as this allows a squad to replenish their stocks from military as well as commercially available supplies. It also allows sharing of ammunition and magazines within the squad.

Your first choice in a rifle should be an AR15. Weapons, parts and ammunition availability are unmatched in the current market. It is also the weapon used by most citizens in the nation as well as the military. As of 2018 it is still cheaper to build an AR15 from the ground up than to buy one wholesale.

Examples include: AR15 and clones, AK Series, FN SCAR-L, Bushmaster ACR etc.

The Battle Rifle

A battle rifle is the first supporting weapon. Its larger caliber allows deadly accurate fire at long range as well as light cover denial. It can force an otherwise large adversary squad to seek better cover and lengthen the engagement distance.

Semi-automatic, magazine fed, gas operated, shoulder fired weapon.

A battle rifle fires full rifle cartridges from large magazines. Although not as light as an assault rifle, it is intended to be a stand off support weapon that allows a squad armed with assault rifles greater engagement distance. Its effective range can reach out to 1000 yards.

Your battle rifle options should all be chambered in 7.62x51 NATO (.308 Winchester), as this allows a squad to replenish their stocks from military as well as commercially available supplies. It also allows sharing of ammunition and magazines within the squad.

Your first choice for a battle rifle should be an AR10. The AR10 has the key advantage of basic parts interchangeability and familiarity with the AR15. It is also much like the AR15 in that is extremely modular, meaning you can tailor it to your liking in almost any way. You can build one from the ground up cheaper than wholesale just like its smaller cousin.

Examples include: AR10, M14/M1A, G3/PTR-91/CETME, FN FAL, FN SCAR-H etc.

The Handgun

Unlike hollywood portrayals, handguns are weapons of last resort when given the opportunity of using rifles. If you maintain your rifle and employ good strategies, there should be no real need for handguns.

Semi-automatic, magazine fed, recoil operated, hand fired weapon.

Or

Single/double action, cylinder fed, hand fired weapon.

Handguns fire low velocity pistol cartridges. While effective killers on soft targets within 50 yards. Military issue vests without their body armor plates can defeat a .44 magnum consistently. Even within room clearing range, assault rifles are still more effective killers.

If absolutely required at the squad level, a 9mm chambered handgun is recommended. The debate still rages on about what pistol cartridge is deadliest, but the 9mm is the most cost effective for training purposes. With that said, your weapon of last resort should always be your rifle and handgun mastery should only be attempted once you are proficient with your rifle.

Examples include: Glock series, Springfield XD series, S&W MP series, 1911 and clones, etc.

The Shotgun

The shotgun can be an effective breacher and extremely deadly room clearer in the right hands. While obviously not a weapon intended for the open battlefield, they can fill an important niche in the squad.

When relegated to a squad supporting weapon a shotgun can be used to blast open locked doors, kill soft and unarmored targets, and blast holes in plaster walls. Shotguns should never be relied upon as primary weapons, however every squad should have at least one on hand.

When choosing a shotgun, a shorter barreled, 12 gauge semi automatic shotgun is preferred, but a shorter barreled pump action of the same chambering may be more cost effective.

Examples include: Remington 870, Mossberg 500, Remington 1100 series, Mossberg 970, etc.

Choosing Your Weapon

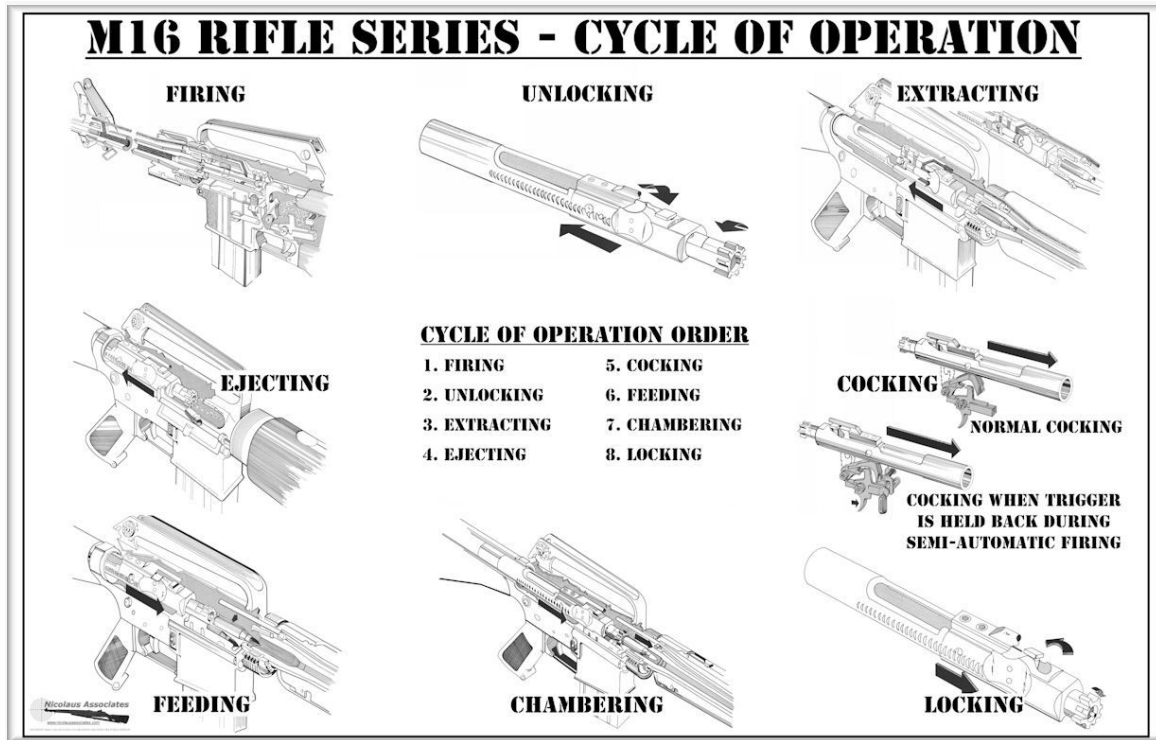
The single most important characteristic of a weapon should be its comfortability to you, its master. Secondly, consider the immediate needs of your squad and your local terrain. Those of you living in large populated cities may never require the needs of a farm boy living in the open plains. Each squad and local cell should be tailored to their individual needs, talents, and location. In example, an inexperienced shooter in a dense urban environment has no business as a designated marksman with a dedicated marksman's rifle, while the farm boy may be right at home shooting long distance in an open field with the same rifle. Thirdly, take account of availability. The AK platform is truly a good weapon in its own right, but in a post collapse world will you be able to reliably find ammunition for it? Consider what local civilians use as well as the state and federal governments have standardized in when picking out weapons. Lastly, your weapon is your life. You may not be able to afford a top of the line weapon, but you should not sell yourself short on something you will trust your life in. In the current firearms industry cheap weapons are created by cutting corners and skipping steps. As promising as a cheap polymer lower receiver may be, the odds of it blowing up in your face are too great to risk saving a couple twenty dollar bills.

As described before, your options are not limited to buying weapons at your local sporting store. Buying and assembling parts from online stores is the cheapest and will typically assemble a better quality weapon at the same price as an preassembled weapon. For the same price as a low quality AR15 from a store, you can build yourself a decent weapon of war, and from personal experience they will even be higher quality than their military equivalents Though certain tools will be needed, they can always be reused to build other rifles for yourself, your squad, and your local cell.

Your last option for acquiring weapons is person to person sale in most US states. Person to person sales typically do not require background checks and paperwork as of Spring 2018. Check your local listings, auctions, and acquaintances for this opportunity.

Understanding Your Weapon

Once you have your first weapon in your hands, you must understand how it works if you are to ever take care of it properly. You must not only understand how it fires and cycles, but how the parts involved facilitate that process. For ease of discussion the AR15/M16 will be used, however there will be minor differences between other semi automatic firearms. The AR15's firing cycle occurs in eight stages in this order:



Firing is the moment the firing pin strikes the primer and the bullet is sent down the barrel. Once far enough down the barrel some of the hot gas that is used to propel the bullet is diverted back down a small tube into the bolt carrier. When that gas has started to move the bolt carrier back, the bolt within **unlocks** itself from the chamber. While the bolt moves out of the chamber, it **extracts** the spent round from the chamber. Once unlocked and twisted clockwise to the ejection port and once the bolt carrier has traveled far enough back, the ejector attached to the bolt will **eject** the spent round outward. During ejection, the bolt carrier will ride over the hammer assembly pushing it back and **cocking** it into battery. Once cocked, the recoil spring that the bolt carrier has been moving back against will start to push the carrier back forward. On the carrier's way back the bottom of the bolt face will pick up and push the next cartridge out of the magazine in the process of **feeding**. After the round has left the magazine, it will be pushed into the **chamber** and clip underneath the extractor. Once the bolt seats fully forward, it will be **locked** in place and ready to fire again.

Note that some ARs and all AKs will forego the diverted gas tube and will instead use that same gas to push a piston rod that will in turn push the bolt carrier. This system is known as “gas piston operation.”

Weapon Familiarization

The average professional warfighter will spend days on end behind his rifle before he will ever take his first shot. On average, the US Marine recruit will practice aiming and firing for nearly 40 hours before he sends that first round downrange. This is what we may be up against and this is what we should train to equate to. To be an effective warfighter your muscle memory must be absolute, or you will always second guess yourself in the heat of battle. Spend time at least once a day behind your rifle getting its feel, weight, and controls locked into your memory. Learning how to fix a jam or misfeed without hesitation may also be the difference between living or dying a martyr. In the end, your rifle should be an extension of your body and mind, and that will not come quickly or easily.

Weapon Safety

To ensure that you and your squadmates make it to the battlefield, safety with a deadly weapon should be the first thing on your mind at any given moment. A squad with bad weapons safety is more dangerous to itself than any army could ever be.

When using firearms there are five weapon safety rules you should memorize.

Five safety rules:

1. Treat every weapon as if it were loaded.
2. Never point a weapon at anything you do not intend to shoot.
3. Keep your finger straight and off the trigger until you are ready to fire.
4. Keep your weapon on safe until you intend to fire.
5. Know your target and what lies beyond it.

On top of these crucial safety rules, there are four conditions an weapon might be in. In order to effectively communicate with your squad of your current condition, use these terms:

Four weapons conditions:

Condition 4- Weapon on safe, bolt forward on an empty chamber, no magazine inserted, ejection port cover closed;

Condition 3- Weapon on safe, bolt forward on an empty chamber, magazine inserted, ejection port cover closed;

Condition 2- DOES NOT APPLY (this condition applies to weapons with half loads such as the M2 .50 cal or weapons with external hammers such as handguns)

Condition 1- Weapon on safe, round in chamber, bolt home, magazine inserted, ejection port cover closed.

Ammunition

It cannot be stressed enough that utilizing popular available military cartridges throughout your entire squad and cell is a must. Being able to share magazines of the same type and caliber can make or break a squad in the heat of battle. There is a reason that all professional militaries have adopted this concept on the large scale. Firstly because of the aforementioned compatibility, but more importantly because of cost effectiveness. You can not be an effective fighter if you cannot feed your weapon, and buying hundreds of rounds of the same caliber will be much cheaper than buying small batches of different cartridges. Buying ammunition in 2018 in the United States is quick, easy, and cheap. You can order bulk at your local shops or even online to your doorstep, and the more you buy at once, the cheaper it will be per round.

When training with your weapon, the cheapest ammunition you can find may be your best bet. Not only will it be cost effective for target shooting, but jams, misfeeds, and malfunctions typically caused by cheap ammo will give you experience in those circumstances as well. Although good for training, this ammunition may not be the best suited for combat.

Lethal ammunition can be defined by size in relation to velocity. In example: a 55 grain 5.56 bullet travelling at the same speed as a 62 grain bullet will not go through as much men as material as the heavier bullet. These two rounds can also be defined by expense based on their weights, 55 grain being the cheaper of the two. The obvious statement is that the heavier the round is at high velocity, the more it will penetrate. The .45 ACP may be 230 grains heavy, but it will never punch through steel like a rifle round. Ultimately, it is on you to know and understand ammunition types, calibers, and weights in order to effectively use them for your weapon.

Firing Procedures

The most common reason for poor shooting is the shooter themselves not understanding how to properly adjust themselves and pull the trigger. If you follow these steps the most novice shooter will be able to hit targets past 500 yards with a 5.56 rifle.

Using an unloaded rifle:

1. Find a steady supported position.
2. Close your eyes.
3. Relax your support muscles just enough to settle.
4. Once shaking stops, open your eyes. What you see is your natural point of aim.
5. Do not move your support muscles, instead adjust your entire body to move your point of aim.
6. Repeat 1-5 until your natural point of aim is on target.
7. Once you empty your lungs slowly squeeze the trigger. Do not release the trigger until you are ready to fire again (semi autos only.)

Do not jerk or anticipate the recoil, allow it happen.

If your natural point of aim is correct, the rifle should settle back on target

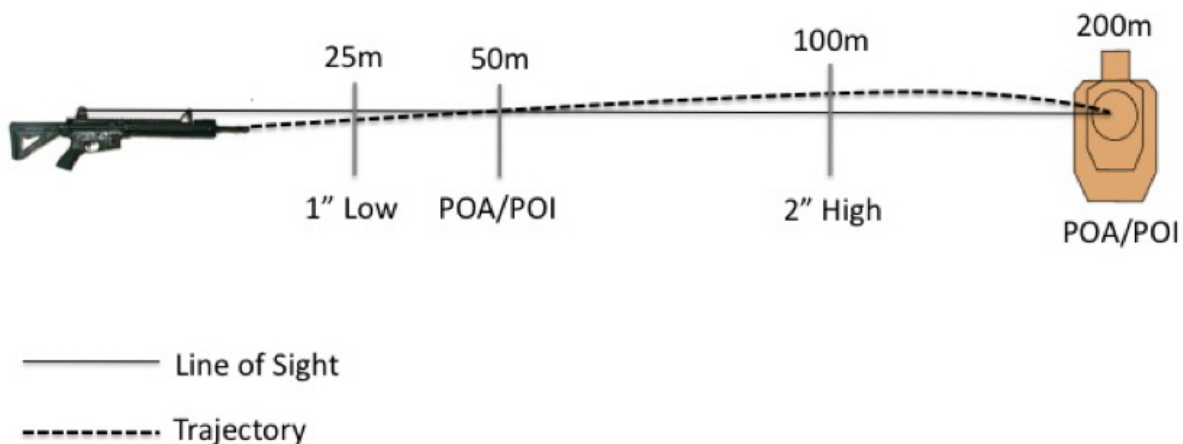
8. Once you are settled release the trigger from the rear position until you hear the click of the trigger resetting. When you are ready repeat the firing process again.

If you try to muscle your point of aim instead of letting the rifle settle naturally, you will always have to take extra time to aim the weapon again, or worse miss your target entirely. The more you force the rifle when aiming, the more you will shake, and the odds of you missing will be higher. It is important to get accustomed to moving behind your rifle instead of moving the rifle itself.

Zeroing Process

Once you have understood your weapon, studied its ammunition, and practiced proper trigger control with natural aim, it is time to fire your weapon for the first time. It is commonly misunderstood that all firearms will shoot straight right out of the box, in fact, the opposite is typically true. Luckily with any 5.56/.223 rifle it can be zeroed easily in a relatively short distance. In the diagram below, bullet trajectory will be explained and how that affects the zeroing process.

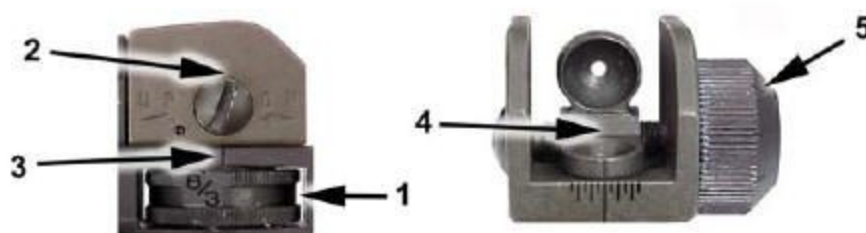
50m/200m Zero



This diagram explains that the bullet will initially travel higher than your rifle's straight point of aim before the bullet starts to drop. This means that a 5.56 rifle with a 16" barrel and a 1:7 twist rate will have the same points of impact at fifty yards (from the end of the barrel) and two hundred yards. The same feat can be achieved at thirty-six yards (from the end of the barrel) for a one hundred yard effect.

Once your target is set, and you are a proper distance away, fire a string of five rounds using proper trigger control and natural aim before checking your results. This will ensure that any variables in the rifle and ammunition can be accounted for by taking the average center of the impact group down range.

If your shot group does not match what you have aimed at, and the possibility of shooter error is negative, you will have to adjust your sights. How to adjust M16A2 iron sights will be shown in the diagram below.



If your shot group is to the left of the target's center, the rear sight will need to be adjusted to the right to compensate. That is accomplished by twisting the windage knob (5) counterclockwise while looking at it from the top. The opposite will apply when your shot groups are to the right of your target. Repeat the five round string for each adjustment until your shot groups land on the vertical center of the target.

Your elevation knob (1) is used to raise the rear sight and compensate for bullet drop at longer distances. To reset it to zero yards, follow these steps: Adjust the elevation knob (1) counterclockwise, as viewed from above, until the rear sight assembly (2) rests flush with the base and the 8/3 marking is aligned with the index line (3) on the left side of the sight assembly. Then adjust the elevation knob one more click clockwise. Use the below chart for more detailed sight adjustments.

M16A2 COMPENSATION FOR WIND USING REAR SIGHT WINDAGE CLICKS										
Range Yards	5 MPH		10 MPH		15 MPH		20 MPH		25 MPH	
	Wind Value		Wind Value		Wind Value		Wind Value		Wind Value	
	Full	Half	Full	Half	Full	Half	Full	Half	Full	Half
200	2	1	3	1	5	2	6	3	8	4
300	3	1	6	3	10	5	13	6	16	8
400	4	2	9	4	13	6	18	9	22	11
500	6	3	12	6	18	9	24	12	30	15

WINDAGE			
Range Yards	M16A2	M16A4	M4
At 100 yards, 1 click equals	1/2"	1/2"	1/2"
At 200 yards, 1 click equals	1"	1"	1"
At 300 yards, 1 click equals	1-1/2"	1-1/2"	1-1/2"
At 400 yards, 1 click equals	2"	2"	2"
At 500 yards, 1 click equals	2-1/2"	2-1/2"	2-1/2"

M16A4 COMPENSATION FOR WIND USING REAR SIGHT WINDAGE CLICKS										
Range Yards	5 MPH		10 MPH		15 MPH		20 MPH		25 MPH	
	Wind Value		Wind Value		Wind Value		Wind Value		Wind Value	
	Full	Half	Full	Half	Full	Half	Full	Half	Full	Half
200	2	1	3	1	5	2	6	3	8	4
300	3	1	6	3	10	5	13	6	16	8
400	4	2	9	4	13	6	18	9	22	11
500	6	3	12	6	18	9	24	12	30	15

REAR SIGHT ELEVATION			
Range Yards	M16A2	M16A4	M4
At 100 yards, 1 click equals	1"	1/2"	3/4"
At 200 yards, 1 click equals	2"	1"	1-1/2"
At 300 yards, 1 click equals	3"	1-1/2"	2-1/4"
At 400 yards, 1 click equals	4"	2"	3"
At 500 yards, 1 click equals	5"	2-1/2"	3-3/4"

M4 CARBINE WINDAGE CLICKS ACCORDING TO WINDSPEED										
Range Yards	5 MPH		10 MPH		15 MPH		20 MPH		25 MPH	
	Wind Value		Wind Value		Wind Value		Wind Value		Wind Value	
	Full	Half	Full	Half	Full	Half	Full	Half	Full	Half
200	2	1	4	2	7	4	9	5	11	6
300	4	2	6	3	11	6	15	8	19	10
400	6	3	11	5	16	8	21	11	27	14
500	7	4	14	7	21	11	28	14	36	18

FRONT SIGHT ELEVATION			
Range Yards	M16A2	M16A4	M4
At 100 yards, 1 click equals	1-3/8"	1-3/8"	1-7/8"
At 200 yards, 1 click equals	2-3/4"	2-3/4"	3-3/4"
At 300 yards, 1 click equals	4-1/8"	4-1/8"	5-3/8"
At 500 yards, 1 click equals	6-7/8"	6-7/8"	9-3/8"

If you are zeroing with a scope, the process will be almost the same, however, you will need to make adjustments based on the increments given on the scope. The increments can be typically found on the elevation and windage knobs themselves. Once the scope is zeroed, do not make further adjustments for bullet drop or high winds. You will need to become familiar in the concept of Kentucky Windage. Instead of adjusting your sights and aiming center mass, you will offset your aim to accommodate your target. This can be done by aiming higher than your target to compensate for bullet drop or by aiming to the left or right opposite of the direction of wind.

Combat Firing Procedures

Combat shooting is almost entirely different than range shooting. It relies on reaction, muscle memory and practice. The easiest way to train yourself for reactive shooting is by using the lead hand aiming concept. With your leading hand, hold the firearm so that your thumb points forward and is inline with your arm. When you draw the weapon from the ready stance (45 degrees downward pointing forward) to the aimed stance (aimed at your target), point your lead hand thumb at your target as you draw the weapon up. Practice this a couple of times without using your sights then aim in after the rifle has been brought up. Your point of aim should be reasonably close if done correctly. After practicing this, you will want to position the rifle so its sights line up seamlessly to your field of view. That means not cocking your head into the rifle after you put it in your shoulder. Your head should already be in position when the rifle is drawn upward.

Lead hand aiming should be close, but you should never rely on it. When given the opportunity, you should always use your rifle's sights. Using lead hand aiming should only be an extra comfort and confidence in using your rifle's sights quickly. Your trigger pull and release should never change even when conducting fast shooting drills.



The largest misconception about combat shooting is that it is not entirely about killing your target right away. Suppressive fire can keep an adversary's down and will break their line of sight, making them blind. While they're down, move a team around them to attack while their focus is on you. Most rounds fired in combat are used to keep heads down and not to kill. bullets are cheap, lives are precious.

Combined Arms

Once yourself and a squad are properly trained on individual marksmanship and safety measures, it is time to train on how to integrate each member of the squad and their respective weapons. In a team of four, three of them should be armed with AR type 5.56 rifles. They will give you fast and accurate volume of suppressive fire and will act as the base for all squad engagements. These men are best suited for point blank to 300 yard engagements, but could be pushed to longer ranges if properly trained. One man of the squad should be armed with a larger battle rifle. He will provide slow accurate fire at longer ranges and can deny an enemy light cover by punching through it. His job is to support the riflemen in his squad by pushing back the engagement distance to an uncomfortable range for normal riflemen. Once the line of sight is broken, the fast and maneuverable riflemen can break off and engage the enemy at will with the covering support of the battle rifle. Though each squad and cell will need to tailor themselves to their respective needs, this will serve as a good base to work from.

Weapon Maintenance

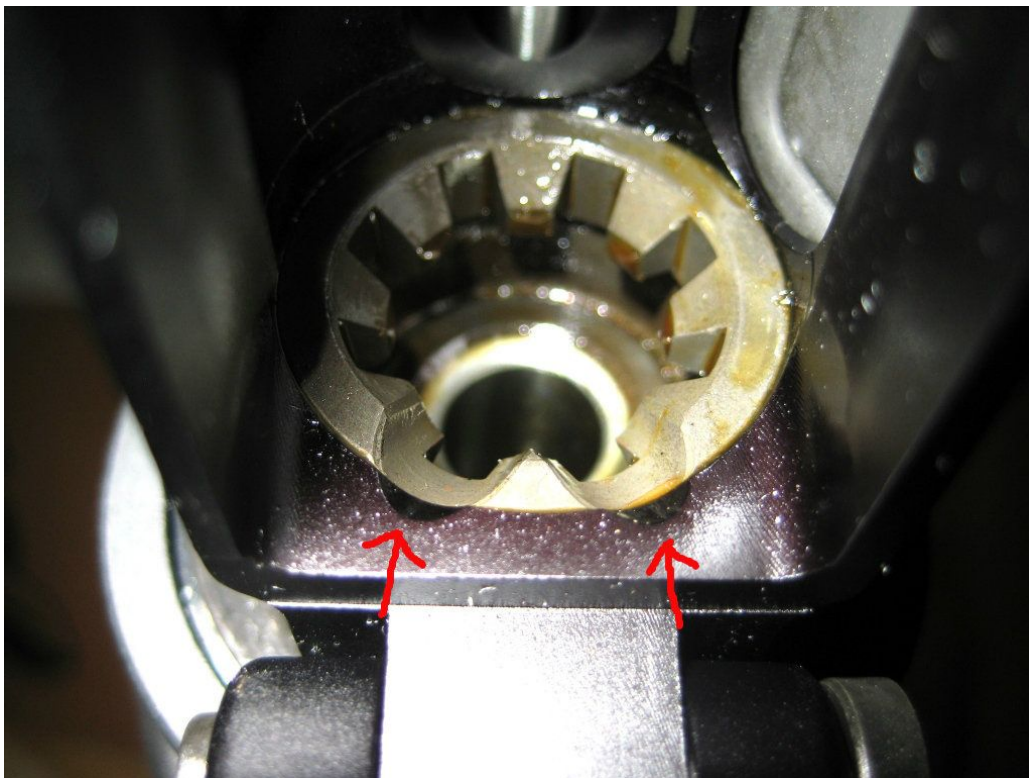
As a dedicated warrior, your life will depend on the function of your weapon and it is crucial that you know how to clean and maintain your weapon while in an operational environment. A good cleaning kit and the knowledge on how to use it is just as important as the ammunition you feed in your rifle.

Again for the sake of discussion, the AR15 will be used for reference. A well cleaned AR15 may only last two hundred rounds before it starts to feel noticeably slow in the cycle of operations and after three hundred it will start to regularly jam or will not fully chamber. This could be potentially dangerous to a user because if that unseated round is fired, it may explode in your face. (On a side note, it is best to train yourself to hit the forward assist of an AR when reloading a full magazine). To avoid this completely, it is important to keep a clean weapon at all times, because you may never know when your next chance to clean it may be. It is also important to know that the longer cleaning is put off, the harder the built up carbon and dirt will become. To avoid scraping off carbon for hours on end, it is best to regularly clean your rifle when you finish shooting for the day.

Here are a few tools you will need to take care of your rifle:

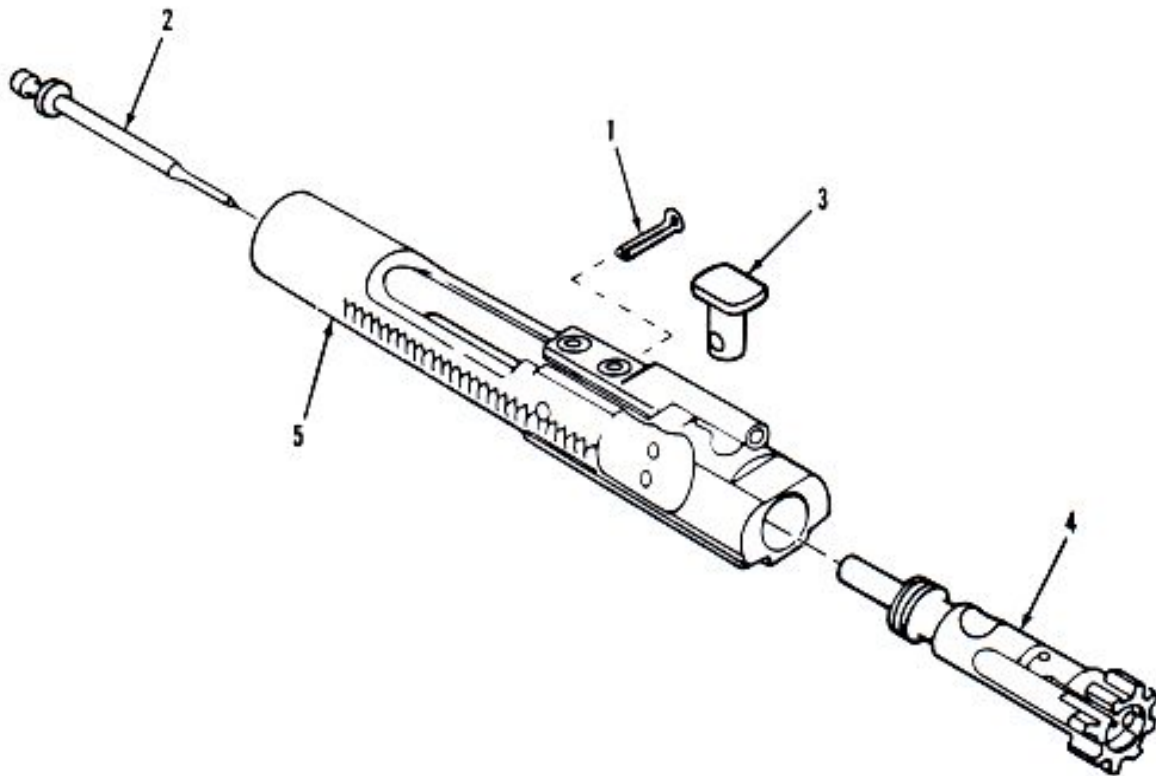


The T shaped rod, three straight rods, and the shorter uppermost left straight rod above can be screwed together into one long rod, and at the end of that long rod you have the options of attaching the uppermost right eyelet end or the two brushes under the T handle according to the photo. The smaller brush end on the left is used to scrub your barrel free of carbon and copper buildup, but the larger brush on the right is used to clean your chamber, which is the most important area to clean as well as the dirtiest. Cotton patches can be fit through the eyelet end and rammed down the barrel. Barrel and chamber cleanliness are key to having an accurate and reliable rifle in combat.

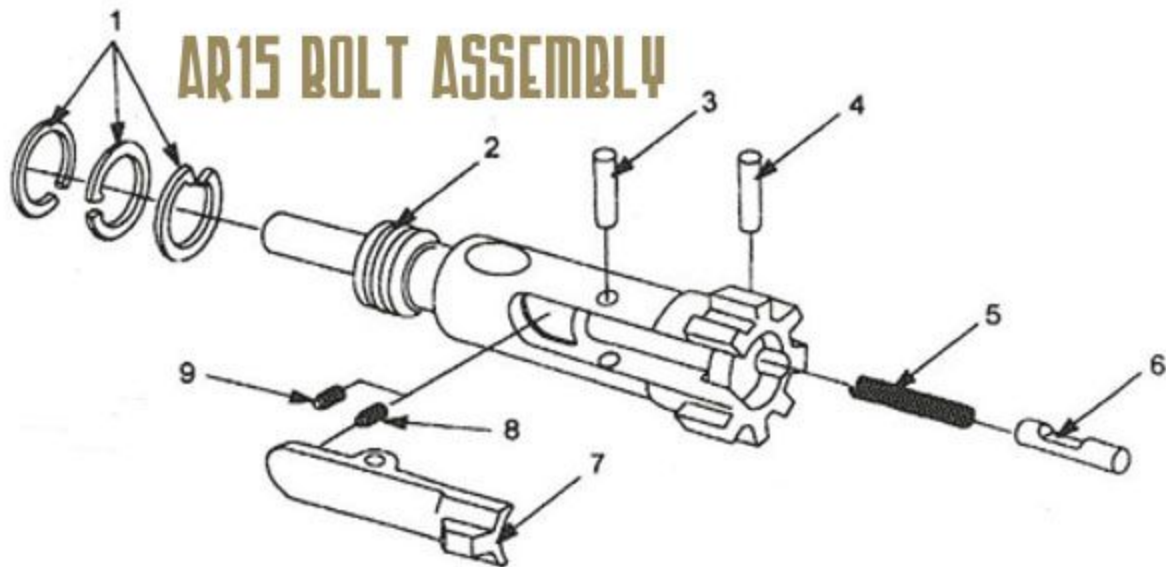


This is your star shaped chamber and will regularly have the most built up carbon. It is important to clean behind those teeth as well as the chamber face seen just past the teeth. Carbon in the outer ring between those two points will be what gives you the sluggish feeling in the cycle of operation and is a good indicator of when this area will need to be cleaned.

Once the star chamber has been thoroughly cleaned, close attention will need to be paid to your bolt carrier and bolt assembly. All moving parts of these assemblies will need to be spotless if you want a consistently reliable rifle. Once you have disassembled the two respective assemblies, you will want to start with a quick wipe down of the outside of the bolt carrier (5). After the wipe down, ensure that the firing pin is picked clean of rock hard carbon around the rearward ring. After cleaning the firing pin (2), cotton swabs will be needed to clean out the hollow inside, underneath the "L" shaped gas key on top of the assembly, and the "S" shaped bolt cam track (the track fig. 3 moves through). Cotton swabs will also be needed to clean out the forward hollow space where the bolt (4) would sit.



After cleaning out the bolt carrier, the bolt itself will need to be scrubbed spotless to ensure reliable locking and feeding in the cycle of operations.



The only parts in the above photo that should be taken apart on a regular basis are the extractor (7) by means of its respective pin (3). The more important sections of the bolt to be covered are its teeth, the forward bolt face, and the hollow section in the very rear where the firing pin would rest. These sections can be cleaned by means of cloth or cotton swabs relatively quickly.

Closing

After choosing an appropriate weapon, understanding it, training on it, and training with it in a squad environment, it is my hope that you and others like you will take the first couple steps from untrained lone wolves into team working professional warriors. Even though we are outnumbered we can win with quality. It will not be easy work, but it is critical to our success and a future for the next generations. The Movement, your squadmates, and the future rely on your dedication and training for the cause. Train how you fight, and fight to win.

Hail Victory